

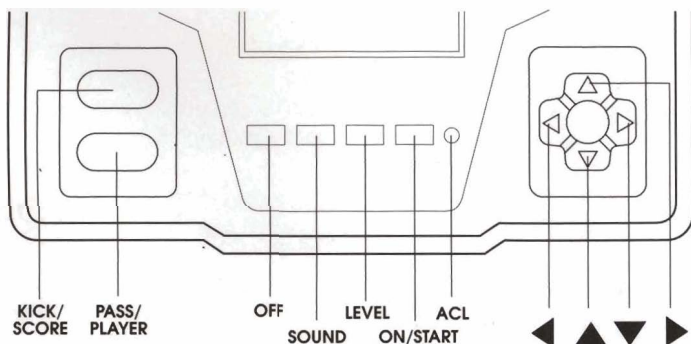
PLAY ACTION FOOTBALL

1 OR 2 PLAYERS

HOW TO PLAY THE GAME

- 1) Press the "START" key to start the game.
- 2) If it is a two-player game, player one will start first.
- 3) During the game, you can move the player up and down, left and right by pressing the "CONTROL KEY".

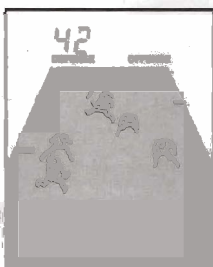
HOW TO SELECT A GAME



- 1) When the game is started, it is in the select mode, in which you can choose the skill level (1-6) by pressing the "LEVEL" key.
- 2) Select the number of players (1-2) by pressing the "PLAYER" key.

THE GAME

- 1) When the player and the defender are in contact, there is an "ESCAPE" time before the player is tackled. Duration of the "ESCAPE" time varies with the skill level.
- 2) If the player is tackled, the down number and the yard value will be displayed.
- 3) The "YARD" display indicates how many yards you have run towards a first down, decreasing from 10 yards until it reaches zero. For example: When you have run 6 yards, it will indicate 4 yards left.



goal. If the player is within 15 yards of the goal line, the "Cheerleaders" will appear to cheer him on to a touchdown.

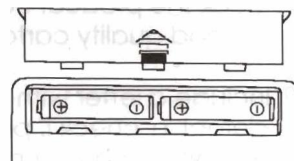
- 9) When a player scores a touchdown, you will get 6 points and a chance to kick the ball for an extra point. If it is good, you will get one point. After that, a new run will start.
- 10) You are allowed to score within a definite time indicated in the time field. If the time is elapsed and the game is over, the player's scores will be displayed. If no key response for 2 minutes, it will automatically switch off.
- 11) If you press the "START" key, a new game will be started. If you press the "LEVEL" key, it will be in the select mode with the skill level being increased. If you press the "PLAYER" key, it will also be in the select mode with the number of players being toggled. If the "OFF" key is pressed, it will be switched off immediately.
- 12) During the game you can turn off the sound by pressing the "MUSIC" key.

GAME OVER

The game ends and "GAME OVER" is displayed whenever the timer reaches zero.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 2 "AA" /LR6 batteries or equivalent (not included), making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION:

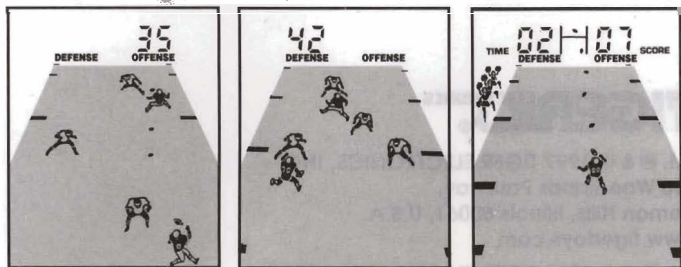
- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT

in which you can choose the skill level (1-6) by pressing the "LEVEL" key.

- 2) Select the number of players (1-2) by pressing the "PLAYER" key.

THE GAME

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- 2) If the player is tackled, the down number and the yard value will be displayed.
- 3) The "YARD" display indicates how many yards you have run towards a first down, decreasing from 10 yards until it reaches zero. For example: When you have run 6 yards, it will indicate 4 yards left until 1st down.
- 4) You can resume the game by pressing the "CONTROL KEY" to move the player, pressing the "START" key to resume the game only, pressing the "SCORE" key to see the time left and the score or pressing the "PASS" key to pass the ball.
- 5) In one player game if you are unsuccessful in getting a "FIRST DOWN", then the computer takes a turn at offense. In this case you will see the ball travel and your next starting position will be either 40 yards back from previous field position or on the 10 yards line, whichever is less.
- 6) For two players, the time and the score of the current player will be displayed. You can press the "PASS" key to see the field position or press the "SCORE" key to see the time and score again, press the "START" key to resume the game for the next player.
- 7) You can move the player up and down, left and right; or you can also pass the ball to its receiver in front, but you must follow the rules below:
 - A) You can only pass the ball if you haven't moved forward running.
 - B) Or after each down or new run, you can pass also, provided that you haven't moved forward.
 - C) You cannot pass the ball within 15 yards of scoring a touchdown.



- 8) When pressing the up arrow to run forward, you will see the player running down field toward the



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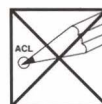
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- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED.



CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

If a part of your FOOTBALL is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronic Toys, Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90 - DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase. Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$ 8.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss or use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.

980 Woodlands Parkway

Vernon Hills, Illinois 60061, U.S.A.

1. Pack the product carefully in the original box or use a good quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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